KOEI

GEMFIRE

INSTRUCTION MANUAL

Imagination Series

NES-GE-USA

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SAFETY TIPS

Before beginning Gemfire, please read the following:

1) Always turn the power off before inserting or removing the GAME PAK from your NES.
2) Do not store game in extreme temperatures. Never hit or drop it.
3) Avoid touching the terminal connectors.
4) Never attempt to take your GAME PAK apart.
5) Use of cleaning agents can damage the GAME PAK.

WARNING
DO NOT USE WITH FRONT OR REAR PROJECTION TV

Do not use a front or rear projection television with your Nintendo Entertainment System® ("NES") and NES games. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with NES games, Nintendo will not be liable for any damage. This situation is not caused by a defect in the NES or NES games; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

ADVISORY
READ BEFORE USING YOUR NES/SUPER NES

A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition. We suggest that you consult your physician if you have an epileptic condition or if you experience any of the following symptoms while playing video games: altered vision, muscle twitching, mental confusion and/or convulsions.

INTRODUCTION

Welcome to Ishmeria! A world of fantasy and imaginary creatures of lore.

You must right the evil misdeeds of a fallen ruler. Search for the six magical stones of Gemfire, the crown to the kingship of the land. Unite the wizards and sorceresses of the crown and assume lordship of Ishmeria!

We wish you luck as you journey through Ishmeria and encounter legendary dragons and fairies. Gemfire will be your crown!

Yoichi Erikawa

Yoichi Erikawa
President, Koei Corporation
and the Koei Staff

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QUICK START

⊕ Using the Controller

Use the control pad,✚, to move the cursor between menu options. The **A** button is for finalizing selections. Push **B** to exit any menu.

At times you will want to input numbers. Move the cursor to the ones, tens or hundreds column, then push ↑ or ↓ to input numbers. Push **A** to finalize your choice or push **B** to cancel.

Now enter Ishmeria! It's January of Year 1, the first year of your reign. Rule wisely and keep your sights set on the crown. There are fairies and spirits to help you and monsters and mercenaries who will fight for you.

Your Command

You have four categories of command over your provinces: military, domestic, diplomacy and vassal. On the main game screen the cursor flashes on the first category, military.

Military

Domestic

Diplomacy

Vassal

Move the cursor to any category with the ✚button and push **A**. Now choose a command under that category in the same way. Scan through the commands to learn the different icons quickly.

*See **Ruling Power** for more on commands & icons.*

The Path to Gemfire

There are many paths to the crown. Plan your own strategy using domestic and military tactics.

Through **domestic tactics,** cultivate and protect your provinces. Trade for gold and food, or plunder a rich neighboring province! Gain the support of the people and then expand into other lands.

Through **military tactics,** invest in your army. Hire monsters and mercenaries to fight wars. Recruit vassals from other rulers or attack them by surprise. Be wary of your neighbors!

Options Menu

Push **Select** to access this menu:

Save game
Load game
Speed: (0-9)
Sound: (on/off)
Quit

Save game: You can save up to 2 games. By saving, you erase any game previously saved on the same save number.

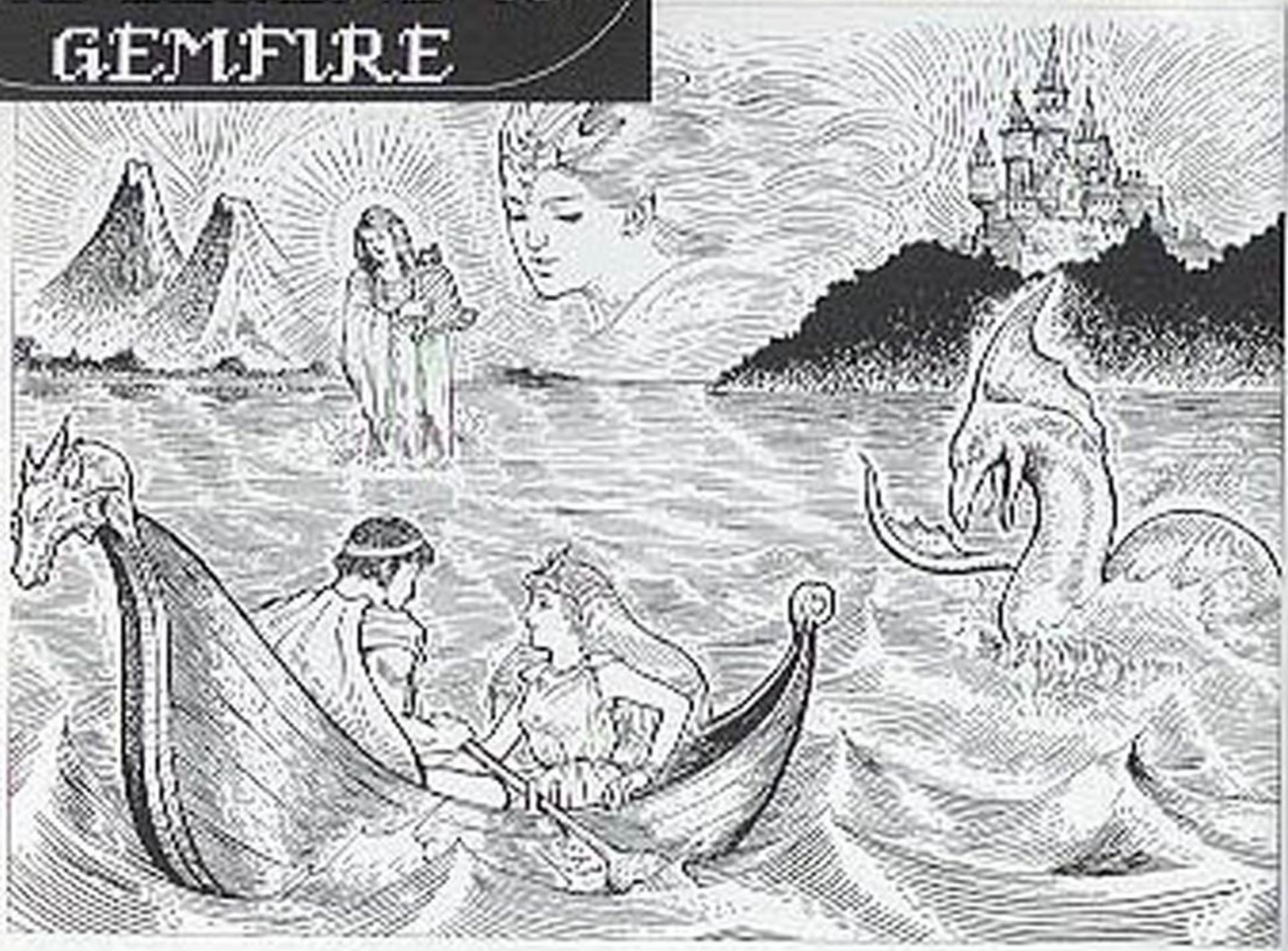
Load game: Quit the game you are in and load another saved game.

Speed: Control the message display time. 9 is slow, 0 is fast.

Sound: Turn the background music on or off.

Quit: Quit or let the computer play out the rest of the game.

THE LEGEND OF GEMFIRE



CROWN GEMFIRE

Long, long ago there was a magical kingdom in the middle of the northern seas called Ishmeria. The people lived in peace on their island with elves and ogres and other fantastic beasts. But one fateful day an evil sorcerer named Zemmel broke their harmony.

Zemmel flew to Ishmeria on the back of a **Fire Dragon**. He wielded the dragon's powers against the people. In one day he covered the island with fire, destroying villages and scorching the hills. There was only one thing that stopped the dreadful fires. It was the **Pastha**, kind creature of the sea.

Hearing the cries of the poor people, the Pastha woke from its bed in the sea. Then it scooped up as much water as it could carry and flew to the towns, spraying water down on the flames. But the dragon could not be stopped. So, the king called his **six wizards and sorceresses** to lock the monster away. Together they worked their magic. Suddenly, as the last spell was cast, Zemmel returned and cursed them all. Laughing as he escaped from Ishmeria, the magicians turned into 6 gems and fell in a ring around the dragon as it changed into a ruby.

In remembrance of the great powers that saved Ishmeria from destruction, the king inlaid all 7 gems in a crown called **Gemfire**. Soon the king discovered that the crown held special powers to help the people and he used it to restore Ishmeria to peace.

As the king grew older the people of his kingdom prospered. Then the day came for the king to hand the reigns of power over to his son. **King Eselred** became the new keeper of Gemfire and unfortunately he found a darker use for the crown.

King Eselred was greedy and misused the crown. With its powers he pillaged the people, destroyed their crops, and directed Ishmeria on a course of doom. Yet King Eselred had a daughter, **Princess Robyn**, who was kind and troubled by the pains her father forced upon the people. She dreamed that some day she would stop her father.

Then one night Princess Robyn peeked into the king's chambers and

saw her father asleep on the throne with the crown in his hands. Robyn saw her chance to make her dreams come true. The gems sparkled in the moonlight as if they were calling her. Ever so quietly, she tiptoed up to the throne and grasped Gemfire in her hands.

"Forgive me for what I must now do..." As she softly spoke these words to the powers of the crown, Princess Robyn broke the spell. She worked the magical gems out of the crown and hurled them into the midnight sky. But, as she struggled with the very last stone, the red ruby of the dragon, her father startled her from behind!

"Robyn! You have betrayed my faith!" Blinded by his wrath and greed, King Eselred banished Princess Robyn to a tower and locked her away from all.

But the spell had already been broken and the wizards and sorceresses turned back into their human forms. They disappeared into the night and sought out the other rulers in Ishmeria. Each vowed to use their magical powers for the good of the kingdom.

From that day, the kingdom was split and the fight was on to unite the crown. The people, the elves, and the ogres of the island could never live in peace until one virtuous leader gained control of Gemfire and all the gems. Six magicians and six rulers went to war to restore the kingdom under the crown.

A WORLD OF ILLUSION

SCENARIOS

Scenario 1 . . . Erin & Ander

Six noble families have undertaken the task to secure Gemfire. Erin of Blanche and Ander of Lyle are the main contenders. King Eselred of Lankshire lost his powers, but he still reigns over half of Ishmeria. One family is destined to stop Eselred and unite the crown!

•Prince Erin of Blanche

Provinces 3,4,5

Erin is a young and influential leader. With the great army of Blanche, he has the power to attain the king's crown.

•Prince Ander of Lyle

Provinces 2,6,7

Ander is an able statesman and protector of the people of Lyle. He too has the potential to capture the magical stones.

•Prince Lars of Coryll

Provinces 25,26

Lars rules over southwestern lands of Ishmeria. Tension is building between Lars and his neighbor, Prince Erik of Flax.

•Prince Garth of Chrysallis

Province 8

With the strength of his army, Garth intends to expand his small kingdom over the island.

Scenario 2 . . . Flax's Shame

Prince Erik of Flax trumphed over the Coryll Family, but Shabard of Lankshire lost no time in driving him into the south-west corner of the island. Terian, who was estranged by King Eselred, now rules independently over a central domain. Will the Flax Family survive?

•Prince Erin of Blanche

Provinces 4,5,6,12
Erin has recruited Arkin and Geran as new vassals and has expanded the Blanche domain.

•Prince Ander of Lyle

Provinces 1,2,3,7
Ander has the help of three new vassals. He is still the main adversary of Prince Erin.

•Prince Erik of Flax

Provinces 25,26,27
After a long struggle, Erik was driven into a corner. He is patiently rebuilding his power to overcome those who once wronged Flax.

•Prince Leander of Molbrew

Provinces 9,13,14
Prince Leander gained his territory peacefully. Nevertheless, Ander and Eselred aim to overthrow him.

Scenario 3 . . . Terian's War

Terian overthrew the Molbrew Family to the west, but lost his land in the east to Erin and Ander. The whole island is troubled, but Erin and Ander are the best hope for an end to war.

•Prince Erin of Blanche

Provinces 3,4,5,6,11,12
Erin now welcomes Owen the Masked Rider, a skilled cavalryman, to his ranks.

•Prince Ander of Lyle

Provinces 1,2,7,8,9,10
Ander brought the Chrysallis Family to ruin and has hold of 6 provinces.

•Prince Terian of Tate

Provinces 13,14
Terian has been driven into the south by the contest between Erin and Ander. He searches for a route to build his power to the north!

•Princess Gweyn of Tordin

Provinces 29,30
Gweyn once supported the families of Coryl and Molbrew. But when they fell to other rulers, she expanded and established her own domain.

Scenario 4 . . . Gemfire

The Lankshire Family paid Lord Pender a royal price to desert his own brother, Erin. They hope to gain the support of Prince Eadric and his southwestern territories to finally unite the gems.

•Prince Erin of Blanche

Provinces 3,4,5,6,10,11,12
Betrayed by his younger brother, Erin has renewed his quest for the crown. He is stronger and more determined than ever before!

•Prince Ander of Lyle

Provinces 1,2,7,8,9,13
Ander has steadily expanded into the south. The day he triumphs over Ishmeria is soon to come!

•Prince Eadric of Tudoria

Provinces 25,26,27
Eadric has the prowess of a great leader, yet his early rise to power is puzzling. He is rumored to be the lost son of Eselred, who was stolen away at birth!

•Prince Loryn of Divas

Provinces 17,18
Loryn was once loyal to Lankshire but he lost faith in Eselred. Now he rules over Divas and aspires to rise to the ranks of Erin or Ander.

⊛ GAME PLAY

Your mission is to reunite the 6 magical stones of Gemfire and step up to the throne in Ishmeria. Follow these hints and you will save Ishmeria and free Robyn from the tower!

Note: All commands will appear in capitalized letters below.

1. Restore Prosperity

First, you must restore your own kingdom to prosperity. DEVELOP your towns through CULTIVATION; the fields will yield a better harvest in the fall.

Main screen

After the harvest, TRADE some grain for gold. Later GIVE FOOD to the people to help them prosper.

Besides tending to the fields you must protect your people from natural disasters! It will only cost you 10 gold to prepare for emergencies such as fires, blizzards and torrential rains - a low cost to spare your people from catastrophe.

Flash flood!

2. Acquire New Territory

Once your own people are secure, conquer new territory. Recruit vassals, or hire monsters and mercenaries to help you.

Battlefield

Then send your troops to war. When you succeed, restore your new followers to prosperity.

Necessary Step Toward Peace
Try diplomacy first - don't recklessly forge into war. Ally with other families to protect your borders.

3. Gain Fame and Reinforce Your Defense

Your regular army consists of four units: cavalry, infantry (2) and archers. In addition, you can bring a Fifth Unit into war. The Fifth Unit is a force of mercenaries, monsters, or even a wizard or sorceress.

Fifth Unit recruited!

The Fifth Units are the strongest fighters on a battlefield. Some of their weapons are guns and swords, fire and ice. You can outwit them with clever strategy!

Zendor's magic

4. Gather the 6 Gems and the Crown

To become King or Queen of Ishmeria you must have the crown with the 6 magical gems in your possession. When you capture a gem you earn authority over the wizard or sorcer-

Genghre

ess it holds. VIEW other lands and spy on other rulers to discover who has the gems.

5. Triumph Over Ishmeria
With the crown in hand, and as ruler of all 30 provinces, journey to your final destination - Eselred's palace. Once there, release Princess Robyn from her prison tower and become the new **King** or **Queen of Ishmeria!**

ADVISORS

Your advisor can help guide you to victory. You must choose an advisor at the outset of the fantasy. Ask for advice whenever you are at the main command menu by pressing or on the button.

Eldrow the Wise

Zorax the Mighty

Jade the Enlightened

Jasper the Riddler

RULING POWER

MAIN DISPLAY

Ruler

Ishmeria

1. Family crest
2. Family and province
3. Ruler
4. Province data
5. Main commands
6. Date
7. Province markers
8. Family markers
9. Message box

SYMBOLS AND FACTS

PROVINCE FACTS

Check your strength in Province Facts.

•GOLD

Gold is for buying food, recruiting soldiers and for other secret missions.

•FOOD

Food is for the people and soldiers. They are given food supplies throughout the year.

•SOLDIERS

This is the size of your army. Spy on other armies before going to war!

•LOYALTY

This measures the people's loyalty to you. Treat them fairly and they will stay loyal.

•FARMING

This rates your farmlands. Cultivate the fields to ensure a rich harvest.

•PROTECTION

Your castle strength is shown here. Develop your protection to fend off enemies and natural disasters.

CHARACTER FACTS

View your vassals and lords, princes and princesses, to find out who are the most capable characters.

1. LEADERSHIP: As a leader grows stronger, he or she can protect and develop a province with great success.
2. COMMAND: Commanding ability is a plus when you go to war.
3. CHARM: Charming leaders are better at persuading alliances and new recruits.
4. FAME: *Ruler Data only*
   Your fame is important when you are trying to carry out secret missions or recruit vassals. Fame grows with good deeds.
5. GEMS: 6 gems are held by 6 rulers. VIEW to see who holds the gems.
6. FAMILY LINE: This symbol will show if a character is related to the prince or princess of their family.

FIFTH UNIT FACTS

1. POWER: For skilled fighters, power shows how many soldiers are in a unit. But for wizards and sorceresses it shows the force of their magic.
2. PAY: This is the recruitment fee to hire a Fifth Unit. It is also a quarterly stipend they must receive while in your army.
3. RANGE: The fighting unit is in blue, and the attacking range is in red.
4. STYLE: Monsters and magicians have different styles of fighting.
5. MONTHS OF REST: After a war, your Fifth Unit will need rest. If you have more than one Fifth Unit, you can go to war 2 months in a row. Magicians need 2 months of rest.

PROVINCE SYMBOLS

The following symbols indicate the province status.

The **home province** in which the prince or princess resides.

A **regular province** ruled by a lord or lady.

A **manor** with no ruler present. The prince or princess sends monthly orders from the home province.

An **entrusted province** solely in the hands of a lord or lady.

RULER SYMBOLS

				No.	
Brin	82	87	76	5	
Roland	75	88	85	3	
Karl	77	58	78	4	
Pender	74	89	31	5	
Anselm	76	52	75	5	

When you VIEW a province, choose MANY to see all ruling members of a family. If there are more than 9 members, a page selection will appear at the top of the list. Press **A** with the cursor at the page selection to view other members.

Each family member is listed with their facts: Leadership, Command, Charm, province number and rank. Crowns and helmets are the symbols of rank.

Prince or **Princess** - Ruler of the home province and the entire family.

Lord or **Lady** - Ruler of the province in which he or she resides. Lords and Ladies can be appointed by the Prince or Princess.

Vassal - A family member who resides in the home province.

Note: A vassal can be appointed in place of a Lord or Lady through the command CHANGE LORD.

❁ COMMANDS

You must issue commands each month to every province under your control.

There are some commands you can implement over and over again (◇). Other commands can only be ordered by the prince or princess of the family (◆).

Military Commands

Attack: Declare war! Select a province to attack and ready war supplies (food and gold).

Recruit: Increase your army. You can recruit as many soldiers as you want if you have enough gold.

Move Troops: Move soldiers, food and gold into another province in your domain, or into empty territory to claim it as your own.

Hire Monster: Contract outside monsters or mercenaries to fight as Fifth Unit forces.

☆***Hire:*** It will cost you gold to hire a Fifth Unit. Look over the fighters that are available before you make a decision.

☆***Dismiss:*** You can break your contract with a Fifth Unit at any time.

Domestic Commands

Develop: Develop the land and help your people move towards prosperity.

☆***Cultivation:*** Pay 10 gold to cultivate the fields.

☆***Protection:*** Pay 10 gold to build up your defense from natural disasters and enemy attacks.

Trade: Trade with a merchant. Prices fluctuate between *low*, average and high, so buy and sell when you can make the most profit!

☆***Sell:*** Sell food to the merchant. You decide how much to sell.

☆***Buy:*** Buy food from the merchant. You decide how much to buy.

Give Food: Give the people food. Their loyalty to you may increase!

Transport◇: Send or receive extra food and gold from a province in your domain. This command differs from the military command MOVE TROOPS in that you can send goods to distant provinces.

Diplomacy Commands

Ally◆: Make or break alliances.

☆***Ally:*** You may only be allied with one family at a time. If your proposal for alliance is accepted, a declaration of peace goes out between all provinces in the two families.

☆***Break alliance:*** The ruler must break an alliance before allying with another family, or before attacking an ally.

Negotiate: Order a secret mission into another province.

☆***Defection:*** Try to convince a vassal from another family to desert and join your forces. First VIEW vassals in other families, then make your offer.

☆***Surrender:*** If your power is superior to another family's strength you might be able to force their surrender. If they give in, you will claim all their former provinces and gems!

Sabotage: Wreck havoc in another province! If successful you will damage their fields and weaken the ruler.

Plunder: Send spies into a neighboring province to plunder food and gold. This will hurt the other ruler's reputation in Ishmeria.

Vassal Commands

View◇: View your own or other province data.

☆***One:*** Choose a lord or lady.

☆***Many:*** View a list of family members.

☆***Land:*** View a list of family lands.

☆***Fifth Unit:*** View your own special forces.

Change Lord ◇◆: The prince or princess can appoint vassals in place of lords or ladies in other provinces.

Entrust ◇: Entrust a province in the hands of the lord or lady to free the ruler from monthly commands.

Search: Send a spy into another province to look for gems or to spy on Fifth Units.

FIGHTING POWER

WAR

When you see the chance to take over a province, ready your troops and ATTACK! The enemy may fight or they may flee to another province.

If your territory is attacked, you have a tough decision to make: fight, retreat...or surrender.

Fight: Call up a Fifth Unit and defend your castle

Retreat: Flee to the home province or a neighboring province. If there is more than one neighboring province, you will have to choose a path of retreat on the map

Surrender: Surrender your vassals and goods to the enemy. If you still have soldiers or food you will be forced to fight or flee.

BATTLEFIELDS

1. Attacking ruler 2. Food supplies 3. Battlefield terrain
4. Attacking units: Units are aligned on either side of the screen. Weakened units disappear when they are damaged beyond repair, or when strength equals 0.
5. Day at war
6. Time of day: As the day passes, the sun and moon pass overhead showing sunrise, high-noon, early evening and midnight.
7. Place of war 8. Defending ruler
9. Days left in food supply: Be careful not to run out of food, or you'll be forced to retreat!
10. Defending flag 11. Defending units 12. War commands and messages

❀ TROOPS

The defender and attacker each go into war with at least four fighting units. If Fifth Units are employed, there can be up to 10 fighting units on the battlefield from the start of war.

First Unit: Cavalry
Cavalry soldiers wield lances and rush towards the enemy on horseback. They attack adjacent enemy units.

Second and Fourth Units: Infantry
Infantry units do not have the power of cavalry, but they can build fences to obstruct or defend. They attack adjacent enemy units.

Third Unit: Archers
Archers have the extra ability to shoot over fences and castle walls! They have to be one space away from the enemy to attack.

Fifth Units: Monsters, Mercenaries, Wizards and Sorceresses
The specialized fighters are devoted to saving the magic of the crown. There are many different fighters to recruit and subvert, but each unit has their own style of fighting. Some can attack from as far as 3 spaces away.

TERRAIN

The terrain of the battlefield is different for every province. Terrain varies from open plains to woodlands to lands carved out by rivers.

Plains

Woods

River

Boulder

There are other features on battlefields that obstruct and protect your troops.

Fence

Bridge

Castle Wall

❀ VICTORY OR DEFEAT

Your goal is to capture the enemy's flag before they rush your base and capture your flag.

For Victory:

☆Capture the enemy flag
☆Force the enemy to retreat
☆Destroy all enemy fighting units
☆Defend your flag until the enemy runs out of food
☆When attacked, defend your flag for 5 days

After a war, the victor reaps war spoils from the losing ruler. War spoils can include food, gold and territory!

The winning side takes control of the province where the battle was fought.

If the attacking side wins, the defenders will lose all their food, gold and territory. . . and the defending ruler will be completely at the mercy of the victor.

In the post-war settlements, the winning ruler can banish the losing ruler from Ishmeria *forever!* But if there is enough gold or food left in the province, the losing ruler may buy his or her way free.

The winning ruler has 3 choices:
Recruit: This is difficult, but you can try to recruit the losing ruler
Release: Set the ruler free to retreat to another province
Banish: Oust the routed ruler from Ishmeria forever!

❀ ON THE FIELD

The attackers and defenders receive 4 turns each day to send out orders: at sunrise, high-noon, in the early evening and at midnight.

SENDING OUT ORDERS

At your turn, select a unit from your troops to order. Using the ✚ button, move the cursor to a unit and select by pressing **A**.

"Move where?" Use the ✚ button to move the cursor where you wish to position the unit. Then press **A** to move. Some units can move farther than others; for example, cavalry can move 3 spaces, archers can only move 2.

"Which command?" Select a command with the ✚ button and press **A**. If you want to move to a different space, you can press **B** now to cancel your move. When you are through with orders, command your troops to WAIT; an **X** will indicate the unit's turn is over.

To view the enemy's troops, move the cursor to a unit and press **A**.

BATTLE COMMANDS

Depending on the fighting unit, there are different methods of attack or defense.

See TROOPS for more on unit types.

Fence: Build a fence to protect your own base or to obstruct the enemy

Break: Break down a fence to clear a path

Attack: Attack an enemy unit within range. You can attack from the front, flank (the side) or rear. Attack from the rear for the most damage!

Wait: Hold troops in position before or after giving commands.

Once you have finished your turn, press **B.** Choose DONE from the War Options Menu to end.

WAR OPTIONS MENU

Press **B** to access the war options menu at any time between ordering troops:

Done
Retreat
AutoMode
Animation: on/off

Done: Quit your round of field turns for all units

Retreat: Pull out of war and flee to your home or a neighboring province. You must choose the province by number. In retreating home you can take gold, food and soldiers, but the lord or lady will return to their own province. In retreating to any other province, you can only take food and soldiers.

Auto Mode: Allow the computer to play out the war until a victor is decided

Animation:on/off: Control the fighting animation.

THE TURN OF EVENTS

TEMPERATE ZONES

Different areas of Ishmeria experience different types of weather. Rain and snow often storm over the north while floods and disease spread quickly through the south.

Arctic *Provinces 1-5*

At the end of the year, wintry weather storms over the north. Rulers in this region should prepare for the worst by developing province protection.

Woodlands *Provinces 7-9,10,13-15*

After a hot summer, the Woodlands are dry and in danger of catching fire! Fires can spread in a flash and wipe out valuable crops.

Wetlands *Provinces 17-22,28,29*

Many rivers wind throughout the Wetlands. In the rainy season, before summer, flash floods can devastate crops and castles!

Volcanic Region *Provinces 24-27*
Mount Eresang stands in the center of the southwest. It is a live volcano surrounded by the omen of doom. Rulers, beware of its powers!

The Plague
All provinces in Ishmeria are vulnerable to the Plague. Rulers must protect the people to fend off the Plague!

ELVES AND OGRES

There are elves of merit, who work good deeds, and ogres of mishap, who bring bad luck. Wait and see what special powers they may bring!

ELVES OF MERIT

Elvish Troubadour
The troubadour sings joyous songs of praise. The people will join in and praise the ruler!

King Redcaps
The farmers fret when the mischievous Redcaps frolic through the fields. But, their playful tricks help the crops grow!

OGRES OF MISHAP

Black Annis

Ishmerians fear the claws of Black Annis. When she frightens the people, they lose trust in the protection of their ruler.

Pixies

The green eyes of pixies are filled with mischief. They love to prance through the fields and stomp on the crops!

Aughiskies

Pronounced "O-hee-shkees." The Aughiskies are horse spirits which gobble up crops.

Hobgoblins

Hobgoblins jump out and surprise innocent peddlers. When the peddlers drop their gold in fright, the hobgoblins snatch it up and run away.

Shrieker

Scared soldiers will run away in fright if the Shrieker screams!

Banshee

The Banshee wails for the souls of lost rulers. When a ruler dies, her moan will be heard across the island.

Far Gorta

Far Gorta are kind spirits. They wander about the land, bringing food to good rulers in need.

Leprechauns

Leprechauns are naughty elves with pointed hats. If you catch one, he will give up his pot of gold to be set free!

Fairies

Fairies round up troops to help protect the people. Yet, fairies will only help rulers who care for their people.

Unicorns

Unicorns are shy and quiet creatures. They bless worthy rulers to make them better leaders.

Gwraigs

If a ruler sees a Gwraig in a dream, they will be blessed with a good luck charm.

CREATURES OF LORE

MONSTERS FOR HIRE!

Wandering monsters and skilled fighters are for hire! Use the military command HIRE MONSTERS.

Skeletons

Skeletons wield the dark swords of the dead. They fight with revenge for grievances of the past.

Orks

Orks resemble boars because of their tusks. They fight with heavy axes.

Olog-hai

Olog-hai have the power to pick up a horse and throw it. They attack with vicious claws!

Gargoyles

Gargoyles are winged monsters with talons. They can fly over fences to attack the enemy on the other side!

Bugbear

A Bugbear gets a kick out of scaring soldiers. When he jumps up with a BOO! the enemy faints with fright!

Fachan

A Fachan only has one eye in the center of his face. With his one and only arm he heaves boulders!

Ogre

The Ogre's face is enough to scare troops away, but he also uses a club to bash the enemy off the field.

Lizards

The Lizards have breath of fire. They scorch the battle-field and melt enemy troops!

Wyvern

Wyverns can fly over fences and are masters of wind. They flap their wings and blow troops down!

⊛ SKILLED FIGHTERS FOR HIRE!

Swordsmen attack neighboring troops, but spearmen and gunmen can attack from a distance.

•SWORDSMEN

Pikemen

Pikemen are zealous crusaders!

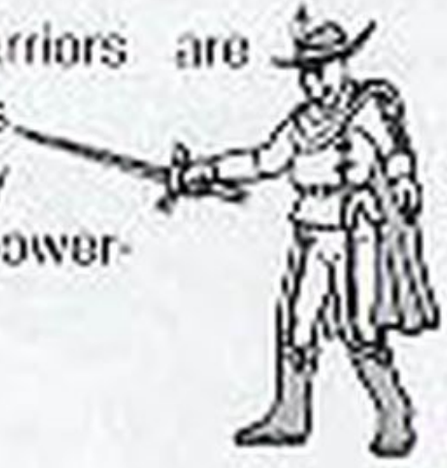
They thrust long pikes to drive the enemy back.

Lancers

The Lancers are fearless foot-soldiers.They brandish shields to block enemy blows.

Warriors

These caped warriors are from the highlands of Ishmeria. They are only loyal to powerful rulers.

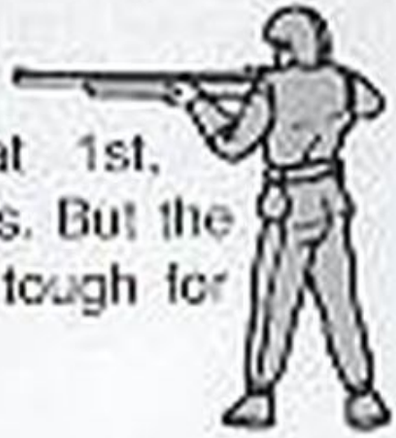


•SPEARMEN AND GUNMEN

Spearmen

These mercenaries are on the mark every time! They can attack from one space away.

Shooters



Shooters can defeat 1st, 2nd, 3rd and 4th Units. But the 5th Unit is a bit too tough for them.

Gunners

Gunners pelt the enemy with steel mortar. Just one blast and troops scatter!

❁ MAGICIANS

The powers of the crown are in each of 6 gems. Each gem contains a wizard or sorceress! They have been loyal to different rulers throughout Ishmeria ever since Princess Robyn released them from the crown.

Note: After a magician fights a war they must rest for 2 months.

Skulryk — Gem: Opal

Wizard of the Molbrew Family

Skulryk has the powers of clouds. He blows a purple cloud of poisonous smoke. Anyone or anything trapped in the cloud will be paralyzed!

Chylla Gem: Amethyst

Sorceress of the Chrysalis Family

Chylla has the powers of ice. Her spells are stronger than the coldest winter winds! She unleashes a deadly chill and freezes the enemy in crystals of ice.

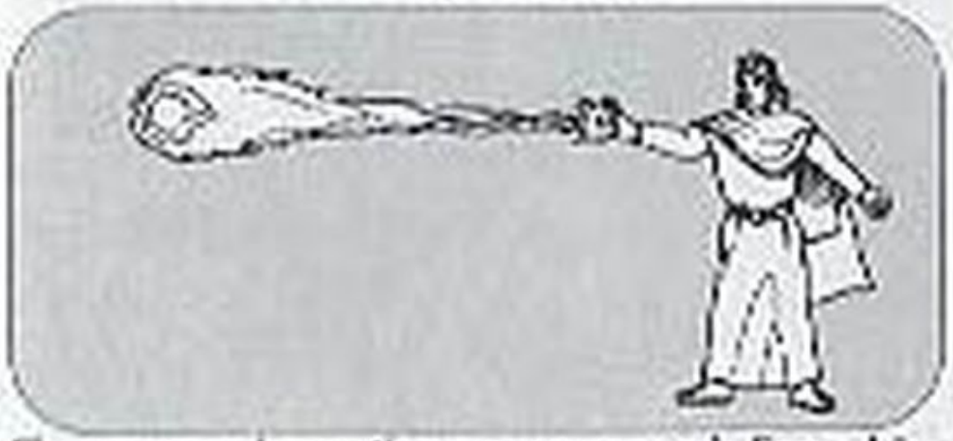
Scylla Gem: Topaz

Sorceress of the Flax Family

Scylla has the powers of the wind. With a wave of her wand she sets the winds free. No troops are safe in the face of Scylla's whirlwinds!

Empyron Gem: Garnet

Wizard of the Coryll Family



Empyron has the powers of fire. He shoots jets of blue fire with a magic crystal. He grows more powerful each time he uses his powers.

Zendor Gem: Emerald

Wizard of the Blanche Family

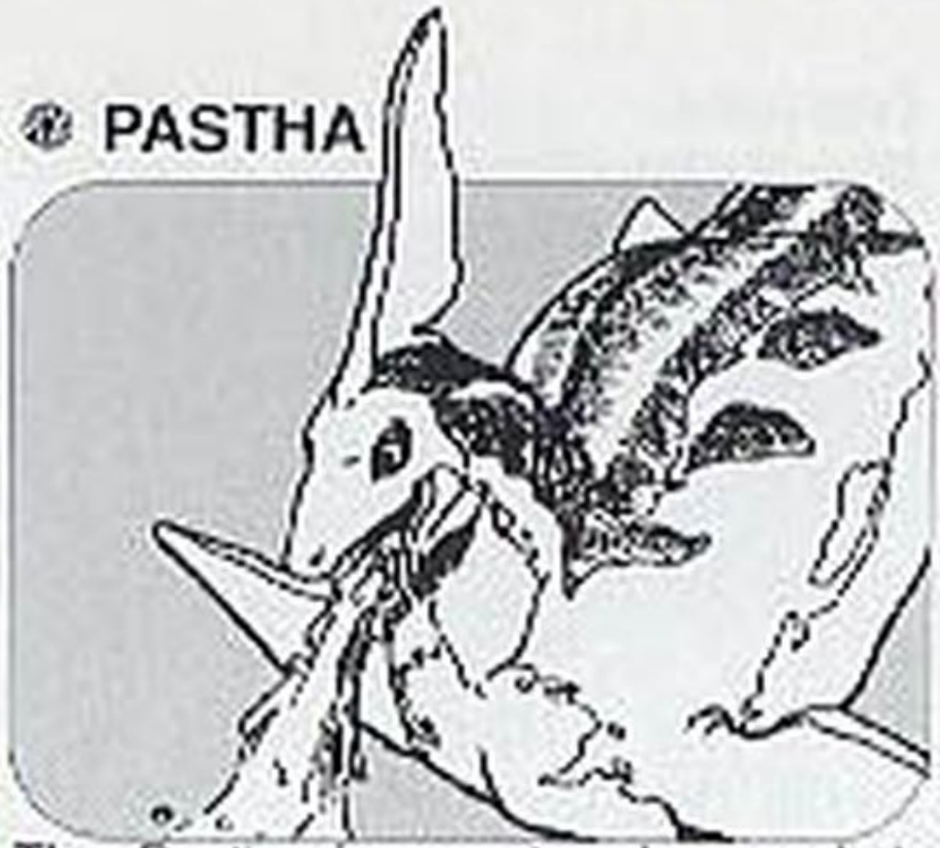
Zendor is the master of lightning. He commands the skies to fire down upon the earth. The blinding glare throws enemy troops into shock!

Pluvius Gem: Sapphire

Wizard of the Lyle Family

Pluvius is the master of the stars. He reaches into the stars to grasp fire and throws fireballs around the enemy. No sorcerer in Ishmeria is mightier than Pluvius!

PASTHA



The Pastha is a water dragon. It is peaceful by nature and helps moral rulers who reign with concern for their people. The Pastha approaches a ruler when it feels the time is right to unite the crown. It will go into war as a Fifth Unit and spray the enemy with jets of water. But, after the war is over, the Pastha quietly retreats into the sea.

FIRE DRAGON

The Fire Dragon is locked inside of a gem at the top of Gemfire. It was jinxed by the magicians in the days when the evil Wizard Zemmel controlled it with a curse. The ruler who holds the crown can use the Fire Dragon in war.

COMMANDS AND FIFTH UNITS

To All Rulers of Ishmeria!

Use these charts for quick reference to your commanding powers.

RULER COMMANDS

Command	Sub-command	Content
Military	Attack	Attack a neighboring province
	Recruit	Recruit more soldiers
	Move Troops	Move soldiers, food, gold into a neighboring province
	Hire	Hire monsters or skilled
	Monster	fighters
	Hire	Hire monsters
	Dismiss	Dismiss monsters
Domestic	Develop	Develop the province
	Cultivation	Use 10 gold for farming
	Protection	Use 10 gold for castle walls
	Trade	Trade with a merchant
	Sell	Sell food for gold
	Buy	Buy food with gold
	Give Food	Give to the people
	Transport	Move food and gold
	Send	Send supplies to other provinces
	Receive	Receive supplies from other provinces
Diplomacy	Ally	Tie or break alliances
	Ally	Tie an alliance for peace
	Break Alliance	Break peaceful ties
	Negotiate	A secret mission
	Defection	Bribe a vassal to join you
	Surrender	Force a ruler to surrender
	Sabotage	Damage another family's territory
	Plunder	Plunder food and gold
Vassal	View	Spy on another province
	Change Lord	Appoint a new lord or lady
	Entrust	Entrust commands to the lord or lady
	Search	Search for other gems

⊛ FIFTH UNITS

Type	Description
MONSTERS	
Skeletons	Sword-bearing skeletons
Orks	Axe-wielding brutes
Olog-hai	Sharp-clawed savages
Gargoyles	Winged monsters
Bugbear	Throws enemy into a panic
Fachan	Rock-heaving cyclops
Ogre	Club-swinging giant
Lizards	Legendary fire beasts
Wyvern	Dragon with deadly wings
SKILLED FIGHTERS	
Pikemen	Zealous crusaders
Lancers	Fearless footsoldiers
Warriors	Elite Highlanders
Spearmen	Spear-heaving mercenaries
Shooters	Sharpshooting mercenaries
Gunners	Expert cannoneers

MAGICIANS	
Skulryk	Blows a cloud of poison
Chyla	Unleashes a deadly chill
Scylla	Sets the winds free
Empyron	Shoots jets of blue fire
Zondor	Master of lightning
Fluvius	The supreme sorcerer
DRAGONS	
Pastha	The Water Dragon; seeks out moral rulers
Dragon	The Fire Dragon and protector of the crown

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Koei Corporation warrants to the original consumer purchaser that this Nintendo Game Pak (PAK) shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during the 90-day warranty period, Koei will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.
2. Notify Koei Corp. of the problem requiring warranty service by calling our **Technical Support Dept.** at **(415) 348-0500**, from **9:00 A.M. to 4:30 P. M. Pacific Standard Time, Monday through Friday.**
3. If the Koei Service Representative is unable to solve the problem by phone, you will be provided with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, enclose your name, address and phone number, and return your PAK, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, together with your sales slip or similar proof-of-purchase (UPC code) within the 90-day warranty period to:

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1350 Bayshore Highway,
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This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use,

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If the Pak develops a problem requiring service after the 90-day warranty period, you may contact the Koei Technical Support Dept. at the phone number noted earlier. If the Koei Service Representative is unable to solve the problem by phone, you may be informed of the approximate cost for Koei to repair or replace the PAK, and provided with a Return Authorization number. Record this number on the outside packaging of the defective PAK and return the merchandise, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to Koei, and enclose a money order payable to Koei Corporation for the cost quoted to you. If after personal inspection, the Koei Service Representative determines the PAK cannot be repaired, it will be returned and your payment refunded.

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COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy, and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that Control Deck and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: **How to Identify and Resolve Radio-TV Interference Problems.**

This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

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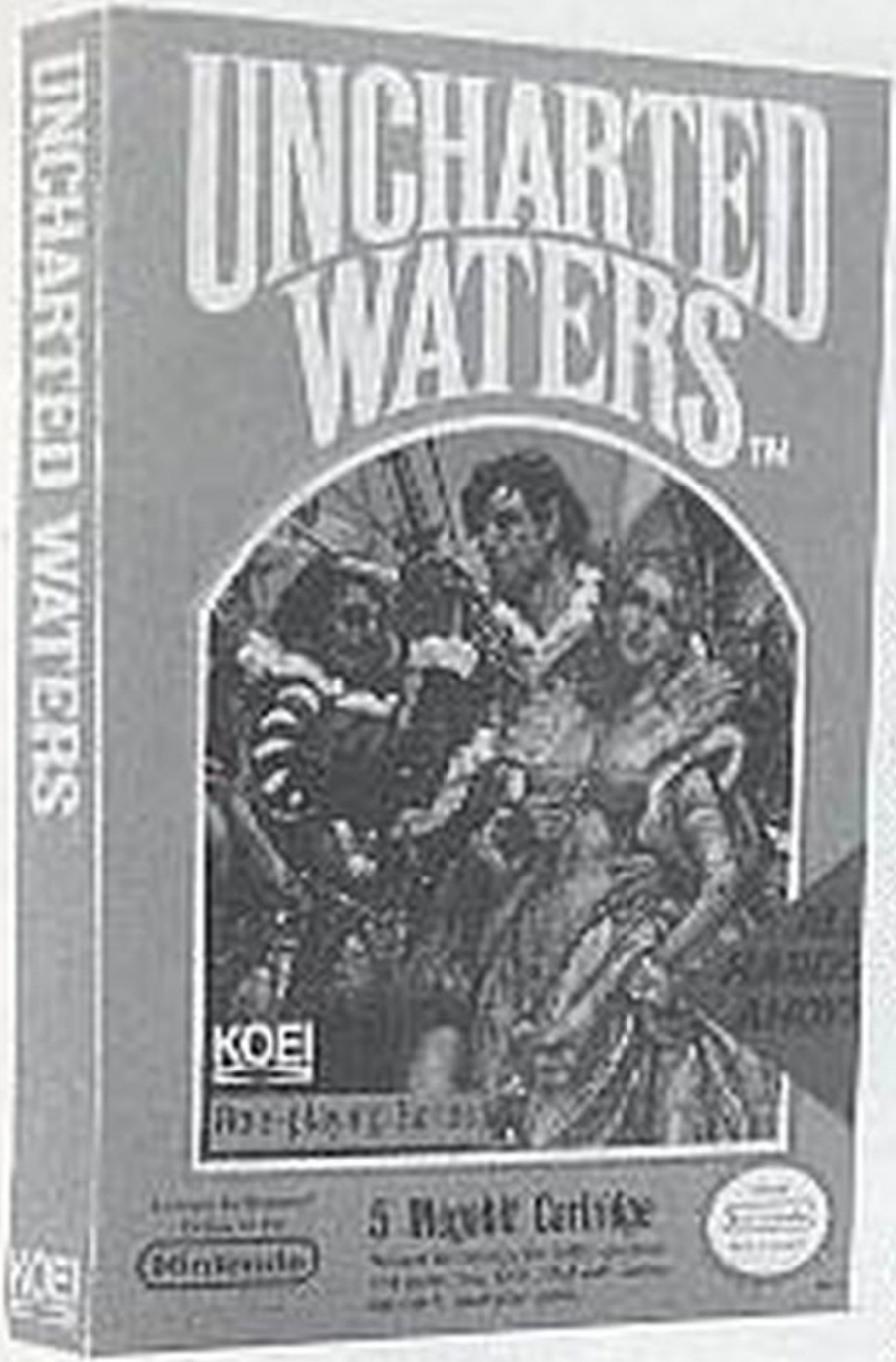

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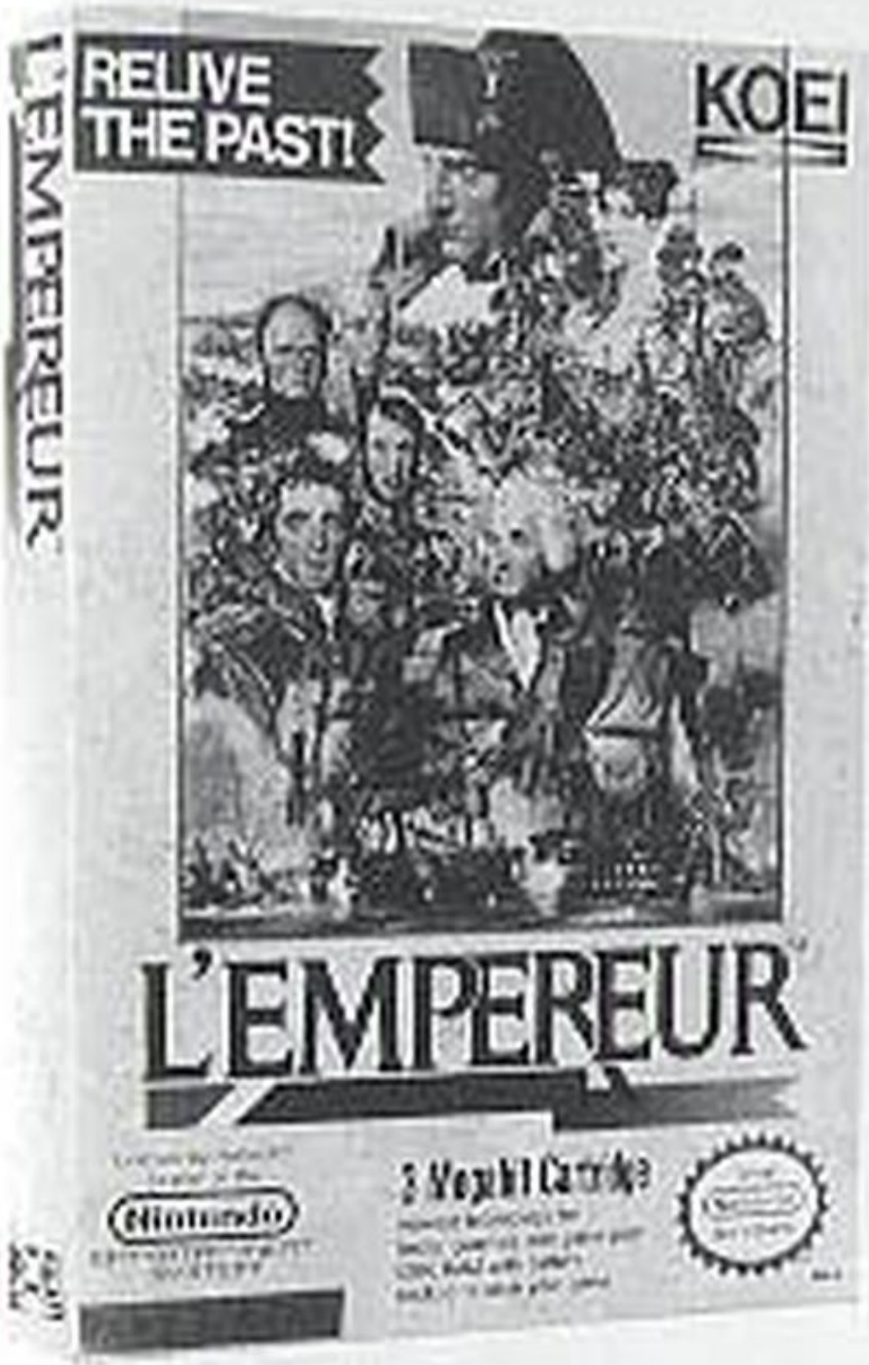

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